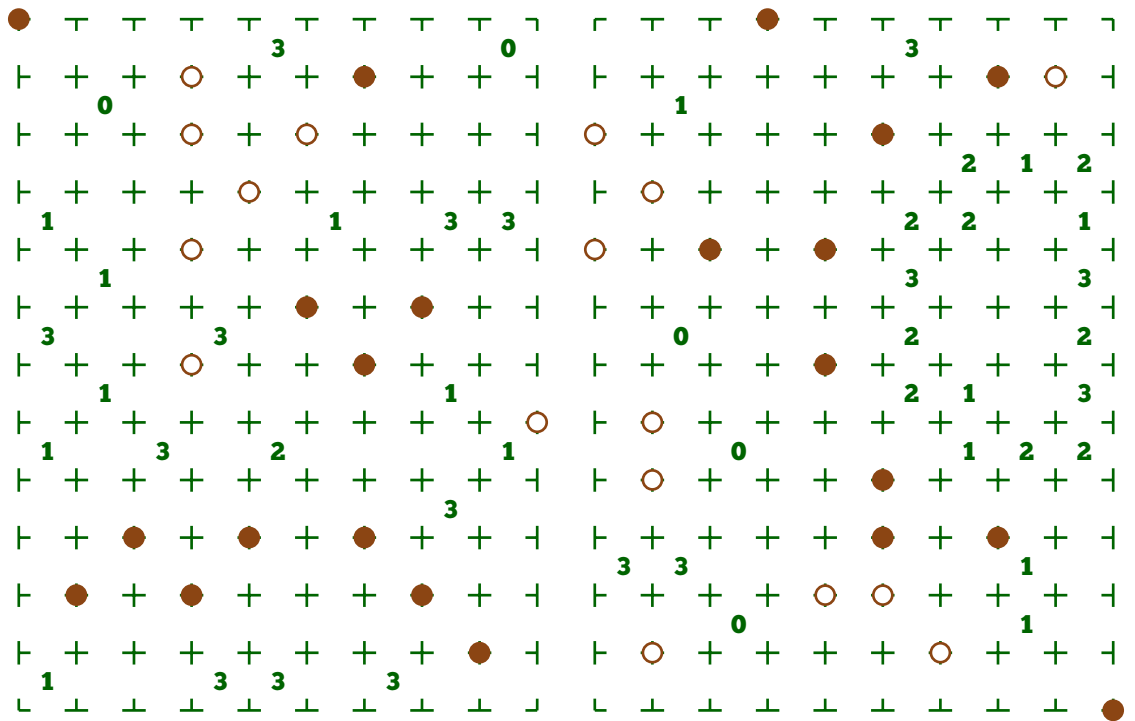# Shotgun Slitherlink

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Instructions

Create a loop through the grids at right without intersections or dead-ends. Each digit represents the number of wall pieces that must surround it.

On filled holes the loop must turn 90 degrees and must have straight sections before AND after.

On white holes the loop must travel straight through, and must turn 90 degrees before and/or after the hole.

Variant

In these two puzzles, every intersection in the grid must be visited.